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ABSTRACT

This guide offers more than 100 games from around the world designed to help students explore the fun of learning while developing their higher-order thinking skills. The guide is a compilation of new and traditional games, most of which can be completed with paper and pencil. Each game is classroom tested and tailored to enhance the intelligences and thinking skills of students. Games are provided in the following categories: (1) "Spatial Orientation and Strategy Games"; (2) "Alignment Games"; (3) "Blocking Games"; (4) "Chase Games"; (5) "Capture Games"; (6) "Checkers Variations"; (7) "Chess Variations"; (8) "Maze Games"; (9) "Other Spatial Orientation and Strategy Games"; (10) "Mathematical Games"; (11) "Mathematical Operations"; (12) "Factors and Multiples"; (13) "Deductive Logic Games"; (14) "Word Games"; (15) "Spelling Games"; (16) "Anagrams"; (17) "Long Words"; (18) "Other Vocabulary Builders"; (19) "Puns and Other Word Play"; (20) "Dramatic Word Games"; (21) "Rhymes and Homonyms"; (22) "Miscellaneous Word Games"; (23) "Memory Games"; and (24) "Visual Arts Games." (Contains 24 references.) (EV)

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